



Welcome to the Mushroom Kingdom!

I'm sure you know about this world, but if you don't I'll give you a quick rundown. In this world, there are many strange paranormal happenings that are considered normal, such as floating blocks, plants with eyes, and anthropomorphic creatures! The Mushroom Kingdom itself is inhabited by the toads, humanoid creatures with mushroom heads, ruled over by the beautiful (and surprisingly human) Princess Toadstool Peach!

Not all is fun and games here, though. Where there is a princess, there is an evildoer ready to steal her! That evildoer role is taken by the king of koopas, Bowser! And when there is a villain, there is a hero! In this case, the dashing (and also human) Mario! Oh and also his brother Luigi.

This world is different compared to traditional Mario games, as it actually takes the path of RPG instead of the usual platformer. As such, there are many exciting locations to explore, and many exciting things to do! Although these lands tend to be pretty dangerous, so to help you around I'll give you this.

You got 1000 Choice Points!

Alright, now that you have your points, it's time to set out into the world and start your adventure!

LET'S-A-GO!

Story

Oh... Right. Heh, sorry about that, but before we can start your adventure, you need to decide what storyline you want to play through! Other jumpers seem to like making you roll for your location, but I don't really like that whole roll the dice thing. So I'll leave it up to you.

Superstar Saga: This is the beginning of the Mario & Luigi series. You'll be adventuring through the Beanbean Kingdom, inhabited by bean humans as you travel the lands. Mario and Luigi will be travelling here in their quest to get Peach's voice back after it was stolen by some lunatic who replaced it with exploding pictures.

Partners in Time: The second installment to the series. In this adventure, various time portals will be appearing around the castle which each lead to a different part of the Mushroom Kingdom in the past! Mario and Luigi will be going through these portals with their past selves to find the princess after they failed to return to the present in E. Gadd's time machine, while dealing with the shroob invaders.

Bowser's Inside Story: This version adds a twist to the usual story of the Mario series in general. In this installment, Bowser actually becomes one of the protagonists. After a familiar foe returns to wreak havoc on the Mushroom Kingdom, Mario and Luigi must travel through Bowser's insides while the latter must take back his empire, whether by force or not.

Dream Team: This is actually kind of a mishmash of the previous installments. In Dream Team, the gang visits Pi'illo Island, a nice vacation resort home to ancient people known as the Pi'illos. The gang will have to deal with the threat of an evil being who harnesses the cruel power of nightmares, and it'll take the power of dreams in order to defeat him.

Paper Jam: Oh, really? Well okay, I won't stop you. In the latest installment of the series, we actually have a crossover with the Paper Mario series. In this story, Luigi and a toad find a book in the castle, and when they open it, the Paper Mario universe starts flying into their world! This means you'll have to deal with another Bowser this time around... But with the assistance of another Mario!

Backgrounds

Okay, now that we have your location, we need to know what your role in this world is! You can choose whether or not you have history and/or memories in this world. Oh and also age and gender can be chosen freely, but unless you're doing Partners in Time you might stick out if you're a child going around getting involved in the dangers here.

Civilian: You're just another face in the crowd. A shopkeeper, a traveler, a lowly minion, the details don't really matter. While you aren't immune to the dangers of war or enemy attacks, the

more powerful figures of this world aren't going to make you a priority unless you prove yourself to be a threat or being of importance to them or their goals.

Hero: You're a brave and strong hero, known for protecting the innocent and bringing justice to those who follow the path of evil! Whether for smiting evil or saving the weak, you have the leadership skills to help your friends around this hostile environment and the determination to make the title of hero worth your salt!

Sidekick: Nothing's wrong with being the secondary character. You want to be a strong, brave person, but likely lack the confidence to do so. Or maybe you just want to let someone else take the lead. Regardless, you've got enough skill to show that being number 2 doesn't mean you're any less of a hero!

Bad Guy: Pfft, hero this, sidekick that, you aren't interested in being some mushy team player! You tend to prefer only relying on yourself to get around, and show that you don't need a partner to win against a duo! You're the quote on quote "bad guy", the one who plays rough. But it seems someone is trying to one-up you. And you aren't having that!

Paper Character (200 CP): Something feels different. You feel considerably lighter than before... Oh, it seems you lost a little weight! You are now one of the paper creatures from the Paper Mario dimension. In this form, you are a two-dimensional figure that can somehow interact with the world as if you were still three-dimensional, yet your new flat body can still do things you couldn't do if you weren't flat. You were likely minding your own business when somehow you popped out into the non-papery world. Well, we could always use an extra pair of hands. Even if they are made of paper.

Perks

Perks are half off for matching their backgrounds and if they go under 100 CP, they're free.

General

Easy Mode (free): There are... a lot of ways to die in the Mario universe, and this place is no exception. You could get blown up, crushed, burned alive, hit your head, fall into a bottomless pit, drilled, you name it. So there's this to compensate. With this perk, you won't die due to inconvenience or some slip up. Falling into lava, falling on spikes, and the like will spit you back to the safest platform, with nothing but a little butt pain instead of, you know, what would happen if you did that in real life. This is mainly to ensure you don't end your chain due to failing some puzzle for a collectible. Unfortunately the second this jump ends, i'm taking this perk away. Sorry, but if you could cheat death whenever JC would get real pissed. Oh and also this is completely optional, so you don't have to take it if you don't want a handicap.

Mario Species (free): The Mushroom Kingdom and beyond is full of characters that come in many shapes and sizes, so I feel it would be unfair to stop you from joining them. With this perk, you can choose one species from the Mario & Luigi RPG franchise to get an altform of. This can

be anything from recurring species like the goombas and koopas and boos and bob-ombs and shy guys, to one of the new species like the shroob invaders from MK's past, the ancient pi'illo tribe long thought to have perished, to a block human like Broque Monsieur, to anything else I didn't mention. You're going to be the common variant of your species though, but you are free to customize your form around the perks you purchase in this document (for example, if you want to be a koopa and you purchase "Tough Guy Alert" You can be more on par with Bowser than a normal koopa, or Special Power to be more like the koopalings). Oh, except no ancient or powerful entities unless they happen to not be ludicrously overpowered in some fashion. Like, Zeekeeper and above (yes that includes the dark star) is off limits, but Starlow is fair game. Capiche?

Soundtrack (free): You get a soundtrack consisting of all the music from the Mario & Luigi series. You can turn this on and off at will, and can even choose what music you want to play. If you keep it on and don't choose, it'll play the music that best fits the area or situation (for example, if you're in a desert area, it'll play one of the desert tracks). It has some really nice songs though, so you'll probably find something you like.

Go With the Bros (100 CP, free Hero, Sidekick, Paper Character): This perk makes you good at jumping high. You have the leg muscles to match that of the Mario Bros, as well as surprisingly a heightened resistance to motion sickness. You can do flips, rolls, somersaults, and spin ludicrously fast all in a single sequence and come out not feeling even a little queasy. I mean, for real, how do the Mario Bros handle spinning fast enough to drill themselves into the ground without throwing up?

Press the A button here! (free): If you've played the Mario & Luigi games, you know about the use of timed commands. This is such a common thing in the combat of this world that it would be a crime not to let you relish in it. When performing an attack, you can use timed "action commands" in order to improve your attack power, judging you with random words that appear saying the words Ok, Good, Great, and/or Excellent respectively based on how well you pulled it off. This also aids you in dodges and counterattacks; when it's the enemy's turn to attack, you'll know instinctively the best way to dodge/counter the attack, though again pulling it off at the correct moment is entirely up to you.

Level Up! (100CP): By taking this perk, your growth now follows that of the level up system used in the M&L series. After winning a battle, you and your party will get exp. After gaining a certain amount of exp, you'll level up, and gain a boost in stats. But this series also added the ability to let you add a few extra points in a stat of your choosing with each level up. The stats this system follows are health, BP, power, defense, speed, and flex. Health, power, defense, and speed are all self explanatory, BP is another way of saying your energy storage, like mana, and flex is a certain part of your body like a moustache or horns that basically takes the form of a luck stat which will determine your chances at critical hits, item drops, and discounts at shops. Oddly enough, the flex stat is also the only stat that doesn't increase without the extra points.

Rank Up! (Another 100CP): After getting a certain amount of level ups, you'll eventually get what is called a rank up. These work a little bit differently than level ups. Instead of increasing your stats, it instead allows you to select a rank up bonus, something like giving you more EXP after each battle or reducing the mana cost of your special attacks. Also, it seems there exist shops in this world that offer high quality gear but only sell to those with a high enough rank. Perhaps there will be shops like these in other worlds as well?

Try, Try Again (100CP): You're really good at learning how to do stuff. Someone could teach you how to perform a specific technique or move and after just one spar or demonstration, you'd be able to perform it as if you knew it by heart! You have to actually be physically capable of performing the technique/move in order to actually perform it, but hey, you know how the old saying goes!

Advance! (300CP): Then again, you're not the type to settle with the basics, are you? After performing a certain technique or using a certain move enough times, you'll eventually start thinking about how to use it in a different way, turning it into an "advanced" version of what it originally was. This advanced method will be more difficult to perform and master, but it will provide you with an advantage that the original doesn't have, like landing an extra hit or bypassing certain limitations. **In addition, this perk will also serve as a capstone boost for certain perks should you choose to purchase them.**

Civilian

Verbal Tic (100CP): Among many of the strange faces that exist in the wacky world of Mario, there are some that speak in strange and unique ways. With this, you can have your own special way of speaking. Perhaps zis jumper would like zee accent of one Broque Monsieur or Madame. Or, perhaps vee vill give you the occasional sound after your sentences, SKREEEK! Do you speak using a question and answer format? Maybe you do. *ahem* There's a whole bunch more examples, but you are definitely not limited in your options. Everyone you speak to will also still be able to understand you as long as you're speaking in a language they can understand.

Koopa Kronicle's Best! (100CP): Maybe you're not a photographer, but you've definitely got a hobby or profession of your choice that you're really good at. You've also got a really strong dedication to it. If you *were* a photographer for example, you would have the guts to go to an island with a giant monster or a dome filled with hostile alien invaders just to get the scoop.

Listen Up! (200CP): You know, as much as we all hate the overly long tutorials, it's painfully obvious that nobody is going to be able to get anywhere with their new toys and skills if they have no idea how to use them! You have the ability to explain things to people in a way that they can easily understand, and when teaching them how to use abilities or techniques, it'll be as if they had "Try, Try Again" for the duration of the lesson.

Incredibly Dazzling (200CP): Dang, someone's looking charming! No doubt about it, you have the air and charisma of royalty about you. If you're willing to play the part, you could pass off as a royal figure no problem! Plus, if you were to do a minor gesture to flaunt your beauty (like flipping your hair) you could create the famous bishie sparkle, the shining light that you see in cartoons when looking at someone attractive.

Criminy! (400CP): You're smart. Like, super smart. Your brain has been stacked to the brim, and it shows. You've got a mind capable of holding a seemingly infinite amount of information. Your awareness of your memories is so powerful that if someone changed the past thereby altering your memories, you'd know someone changed the past thereby altering your memories. But the greatest thing your amazing intelligence can do is that your creativity and innovation have skyrocketed. Your ability to create inventions is one of a kind, and given the right ideas (and possibly materials) you can come up with some amazing stuff. Time machines, cloaks that turn the wearers into ghosts, machines capable of warping matter between screens, a water cannon with enough power to counteract the thwomp volcano eruption, even a coffee machine capable of making the perfect mix of blends and brews! However, your inventions will only have at most a 99.999999999% chance of success, the other percent being the probability of something going horribly wrong like that time machine being set to an alien invasion that happened in the past or the coffee machine giving you tummy trouble. But hey, even if something does go wrong, I'm sure you can use your magnificent brain to come up with a way to fix the problem that your magnificent brain caused in the first place! Also, a certain paranormal investigator might like to have a chat with you, if he gets word about your inventions.

Minigame! (400CP): You know what's fun? Minigames! You may disagree [LOBO KNOWS THERE'S A LOT OF REASONS TO DISAGREE!](#) But sometimes you just don't want to deal with all the complex or boring things that come with doing a task like building giant furniture. So with this perk, you have the ability to turn otherwise boring or difficult tasks into fun minigames! Need to stimulate someone's arm muscles? The adrenaline cannon will shoot in a rhythm for you to follow. Need to break a bunch of rocks? It's just a matter of timing. You can also make your own minigames for other people to play, but they'll be expecting some sort of compensation for playing the game and winning. Still, nobody's stopping you from charging them to participate.

Awaken the Macguffin (600CP): So, you know, it seems like one day the star sprites decided "Hey, we should give someone the power to awaken this evil being or activate this wish granting power. Let's give it to the most important leader of the most important kingdom!" and then Peach was created and that's how the plot to Superstar Saga started. And also a plot point in Bowser's Inside Story. But We're getting off track. What this perk does is that the star sprites decided they needed two sources of this weird key plot point thing, and they just so happened to pick you to fill that role. You are now a living keystone to unlocking sacred powers and relics of any type, no matter what insane or convoluted specifications are needed. A wish granting star put into a deep sleep that can only be awoken by a pure voice? Your voice happens to be extra pure today! A being that holds enormous amounts of evil energy sealed away by an age old

barrier? You just so happen to have the energy needed to break the seal. Just a warning though, you don't have any way to turn this off, and any means of forcefully using your qualifications, such as stealing your pure voice or sucking out your energy with a machine will still count as this perk being active even without your consent, and if any of the villains in this world find out you have this, you'd best be ready to get kidnapped. Repeatedly.

Special Power (600CP): Not all regular folk in the Mushroom Kingdom are completely powerless. There are actually quite a few in the Mario world who possess a special trait that is completely unique to them. We have Dr. Toadley, a doctor who used his clairvoyance to locate the star sages. Chakron, who reached enlightenment and learned to create warp points between areas. Starlow, who apparently has the ability to use star power as freaking laser beams. Even Peach has some form of telekinesis strong enough to fling Bowser out of her castle and into Dimble Woods just by pointing at him and waving her hand.

You are now one of these special individuals. You have some sort of "power" that is very strong and unique to you, which you can customize to your liking. However, this power is also limited in that it can't be used in direct combat. Dr. Toadley uses his crystal ball for his visions, Chakron's teleportation only works for travel purposes, and don't even get me started on Peach and Starlow. Again, the limitation is up to you, but it has to fit the criteria. Maybe it uses too much concentration to be combat viable, maybe it's like the chakroads which are for travel only, maybe it doesn't work unless nobody can see it in which case it becomes a plothe. Sorry, sorry, but you know civilians can't get involved in direct combat.

Advance!: I stand corrected. With the advanced technique, you have found a way to mitigate the limitation on your power, now making it combat viable. Perhaps it's a powerful healing ability like that used by Prince Dreambert and Beef Cloud. Maybe you have the ability to create a bunch of fake copies of yourself like Dreamy Mario or Mrs. Thwomp. Your power won't be nearly as potent when being used in combat but as Kamek demonstrates, it still makes you a force to be reckoned with.

Hero

Let's-A-Go! (100 CP): You can't call yourself a hero if you don't have a heart. That's what this is for. You now have the nobility and leadership of Mario himself, capable of standing brave in the face of danger. In addition, this also makes you more charismatic and people will see you as a good person, at least until you prove otherwise.

Come On! (100CP): It's time to stop jumping around like a buncha goombas and get to the fighting! You've become a little more capable of dishing out damage in a battle, essentially gaining a minor boost in your POW stat growth.

The World-Famous Jumper! (200CP): You're a superstar! Insanely popular all across the world! People are in awe from seeing you come around, and showing off your skills is guaranteed to knock their socks off. You may even be able to prove yourself worthy of things like going on dangerous tours or visiting royalty of foreign lands.

Squishy Body (200 CP): Your body has become more flexible. You can easily take a hammer to the head (at least, from an ally) and it'd just bounce right off, oddly enough making you a bit shorter. When an ally hits you with a hammer, your body will compress to half your normal height, and then you can return to normal height by being hit again. In your compressed state, you'll be able to fit through small spaces that you couldn't get through at normal height. You are also capable of performing the high jump, which allows others to use you as a bounce pad to get both of you up to high places!

To A New Adventure! (400CP): Hope you like adventures, because you're going to be seeing a lot of them with this perk. You have a tendency of being dragged into situations that lead to fun adventures for you and your friends. Whether it's going to a meeting concerning a pandemic, showing up for an in-person witness to time travel, going on a vacation to a new island, or even something as simple as needing to fix a crack in the wall. The adventures will always start off at a reasonable threat level to give you the chance to level up before throwing you into the dangerous situations you'll very likely end up in later on. That way, even if you do end up growing rusty between adventures, you'll have the chance to get yourself back in shape to handle the scaling threats.

Fire! (400 CP): Without thinking, you decided to touch a giant glass sphere containing what looks like an open flame inside it. Upon doing so, your hand lights up and a fireball appears in your palm! A being known as the Fire God appears, saying he has awaited your arrival and wishes to teach you the ways of fire. Now, you have learned the art of the Firebrand. This technique allows you to create fireballs in your hands and then either throw them as projectiles or release it in a blast of flame! Very useful when used with something flammable. Surely this skill will open new paths in your life.

Gotta Help Big Bro! (600CP): Heroes are known for being the ones who save the day. They're the ones who rescue the princess, stop the bad guy, and save the kingdom. But what happens when the hero is the one that needs saving? Well, with this perk, you'll get your answer. Whenever you're put in a dangerous situation where your life is at risk, you'll find that those who care about you will do everything they can to help you pull through. Otherwise cowardly friends will find the courage to charge headfirst into dangerous ruins to find the antidote to your deadly illness, loyal minions will fight through armies to find where you are, and maybe, just maybe, your closest companions will find a hidden power within themselves to keep you safe. In fact, it doesn't have to be an explicit friendship for this perk to work. Even those who designate themselves as your rivals or nemeses will put your competition aside to get you back on your feet. Heroes may fall, but they can get back up with enough help.

Never Let Up! (600 CP): It can be hard being a hero. You have to put up with constant villainy, dealing with various problems, and armies of enemies coming at you with everything they've got. A normal person would have just given up in shame. Not you. Now, when you're determined to fight for what's right, fate will send you into dangerous and life-threatening

situations... but also give you the drive to push on and just the right amount of luck that you push hard enough, victory can be claimed. In addition, anyone you have a long lasting bond with will also gain this boost, so that a team may come out on top, and you and your friends will grow stronger when you claim victory. However, do not expect the road to greet you with a red carpet. These events will always conspire to put you in situations that you will have to put your all into if you want your prize. It could be cryptic or unclear, or it can try to lead you to death's door if you are careless. As a mercy, this perk is toggleable, so you do not necessarily have to play risk reward against your will.

Advance!: Actually, you've probably been doing this whole "risking your life" thing for a while now, haven't you? Well, I guess it's only fair I let you have a little extra. When fighting against foes that have great power, fate will make it so you are capable of fighting them on even grounds during the final showdown. Granted, all it will do is make sure you have a chance of defeating impossible odds, it's still up to you to reach the necessary levels and carry yourself to victory. This is a final battle, not a boxing match!

Sidekick

OkieDokie! (100 CP): You uh... you okay there buddy? Oh, okay. You are really good at slapstick comedy, easily lighting the mood and cheering people up by getting yourself hurt. Don't worry, whenever you get hurt for comedy, you'll come out of it none the worse for wear. This perk doesn't activate if someone hurts you with the intent of actually hurting you. As a bonus, a coin pops out whenever you get hit in the crotch.

Come On, Again! (100CP): You may not be able to give a hit, but you sure look durable. You become a little more capable of taking a hit, essentially gaining a minor boost in your HP and Defense stat growth.

Uh, Anon Who? (200CP): *Shh! No idea!* Um, so people don't seem to know you all that well. You just don't seem to be anything more than a bumbling second rate in the eyes of the people. Still, not being all that well known does have it's advantages. Enemies will tend to underestimate you as a result of first impressions, and even when you do prove to be a threat, it doesn't really stick to their memories in the long term. Sure you may not be some superstar, but the spotlight is overrated anyways.

Sturdy Body (200 CP): Your body has become tougher. You could easily take a hammer to the head (at least from an ally) and you'd come out none the worse for wear, except you'll be knocked into the ground like a nail. When an ally hits you into the ground, you can move around freely (albeit a little slowly), able to get under places that are blocked above ground and pop out of said ground at will. You are also capable of performing the spin jump, which has someone stand on your head while the two of you spin simultaneously, giving you a little extra distance across gaps.

Lucky me! (400CP): You seem to have some kind of weird version of luck, Anon. Oddly, fate seems to like working in your favor at random occasions, showing itself as some kind of funny joke at your expense that ends up being beneficial to you in some way. Did you get your body stuck in a sockop from the neck down? Well, turns out sockops are immune to spikes, and it lets you blend right in with the others. Had to undergo hypnosis to gain the courage to go into an area with a scary monster that will eat you on sight? He's actually a really chill guy, just upset because the people are spreading false rumors about him. General order this goes is "joke happens at your expense, you suffer from joke for a brief moment, joke turns out to be beneficial to you in some way."

Thunder! (400 CP): Out of curiosity, you decided to touch a big glass ball containing something sparking. After receiving quite a shock, the electricity appears to form into a ball of lightning in your palm! A being known as the Thunder God appears, irritated by your foolishness but impressed that you can handle the power of the Spark. Thus, he has taught you the ways of the Thunderhand. With this ability, you are able to create a ball of electricity in your hand, and then release it in a burst of thunder and lightning either in your hand or throwing it. It is wise to use this power when an apparent conductor of electricity is nearby.

Your Dream Adventure (600 CP): Wow, you really did it. Maybe you put hard work and effort in it, maybe you just happened to fall upon it one day, maybe you just conk out easily. Whatever the case, you have mastered the sleep cycle of the ancient people known as the Pi'illos. This allows you to create portals to an alternate dimension known as the dream world by sleeping, and unlike Luigi you don't need a pi'illo to create these portals. People from the real world can enter these portals to enter the dream world and take anything they get in there into the real world! In addition, when your friends are in the dream world, you can take a dream form of yourself with all your abilities and an extra: You can possess certain objects in the dream world in order to control them and are also capable of combining yourself with one of your friends in battle to give them assistance from clones that i'll just call anonnoids (replace "anon" with your name). Which will help greatly due to the fact that enemies in the dream world attack in large groups. The power of dreams rests within you, I hope you tend to it well.

Now, there are some things you need to keep in mind when using this power. First, living things native to the dream world are not allowed to leave. That includes dream you, so you can't take anybody from that dimension into your world with this unless they're from your dimension.

Second, real world people from that dimension require your dream portal to enter and exit.

Should you wake up or sleep too deeply, the portal will close and they'll be stuck there until you or someone who can cross dimensions gets them out of there.

Stand and Fight, Anon! (600CP): Life as a sidekick isn't always pretty. There can and will come a time when the people you care for, including your partner, will be put in a situation that could spell their death. When that time comes, the ones close to them will turn to you for assistance. You have to make sure you're ready and willing to do whatever it takes, even if that includes going to very dangerous ruins rumored to have a blood hungry monster that comes after anyone who steps foot in their territory. The pressure and paranoia is enough to turn the weak willed

into a trembling mess. Lucky for you, you can shake off the trembling with a bit of hypnotism. Think of the person you care about most, the person you look up to. A sibling, lover, best friend, whatever. Now, you can overcome the feelings that are setting you back by undergoing a hypnotization process, making you think you're that person. Your body and powers are still entirely your own, but your personality and mindset will be overwritten with that person's personality and mindset. With this method, Luigi was able to use Mario's courage to go into Guffawha Ruins and find the crabbie grass needed to save his brother, even after hearing the rumor of evil monsters eating people alive. And like Luigi, when your hypnotization is no longer needed, you'll coincidentally suffer a comedic short term head injury which will reverse the hypnotization process and make you, well, you again. But you won't remember what you did while you were under the effects of the hypnosis.

Advance!: Okay, let's be real here. You're not always going to be able to find a conveniently placed hypnotist around when you need them and sometimes you need to think with your own mind instead of someone else's. Well, that's what this is for. After a couple of visits to the hypnotist, it seems your mind has started adapting to the process they put on you, and you now have trace amounts of your chosen person's mindset lingering inside you. While it's not as potent as the full process, it's still just enough for you to get by as yourself. Luigi is still a cowering mess all things considered, but when Mario and his paper counterpart got captured by the boos in Gloomy Woods, he still managed to muster enough courage to go after them, granted still cowering in fear the entire way through because he's still Luigi. It works the same way with you, having enough of that person's mind within you to do whatever it is you need to do, but not enough to completely overwrite your own mind.

Bad Guy

SHOWTIME! (100 CP): Gwahaha! If you want to show you mean business, you need to have the voice to go with it! You now have the ability to make your voice sound deep, growly, and most importantly BADASS just like the king of koopas himself. Of course if that's not your fancy, deep and growly isn't the only way to sound like an awesome villain. Fawful has a high pitched voice fit for a maniac, the dark star has a deep echo-ish voice, but they all sound fit to be baddies. So feel free to choose what your new voice sounds like, though preferably it's something that makes you sound fit to play the part of the villain.

I have fury! (100CP): The Mario series has no small amount of quirky characters and villains, and this world is no exception. With this perk, as long as you prove to be competent at being a hero or villain, everybody will take you seriously no matter how hammy or ridiculous or outright weird you are. Speak of sandwiches and nuts all you want, they won't be laughing when you've got the upper hand.

I'll be taking that, see! (200CP): If ya wanna get good at being a baddy, ya gotta have the skills to pay the bills, see? That's why with this little perk you'll have all the skills necessary to become a neat little shadow thief. You've got the skills necessary to slip in and out of places, duckin' and dodgin' all those fancy guys jumping around like a buncha palookas, and all the necessary tools

for a burglar, see? Even if you do get caught, you can use your shadow thief skills in the heat of battle to steal items and equipment right off those finks and use it against them. Why not let them know how it feels to get whacked in the noggin, see?

Tough Guy Alert! (200 CP): You're a big one, ain'tcha? You have a larger and more muscular body, comparable to that of Bowser or Midbus. This muscular body allows you to put more 'oomph' into your punches, maybe enough to send a similarly sized brute sliding back a few feet if you put enough force into it. You also happen to have a very durable backside, which is capable of preventing damage from falling rocks, though anything larger than your body will still hurt. If you happen to purchase this a second time, you seem to have developed a means of breathing out some element such as fire or ice at will, this power manifesting as a pipe within your respiratory system. You can release this element in a mighty roar with the force of a flamethrower or puff it out in condensed shots (think fireballs), though the amount of time you can use this breath power is tied directly to your lung capacity.

The Fawful Effect (400CP): You know, it's pretty strange how villains can rise up in the ranks over time. A simple henchman could grow into a powerful threat given the time and resources, and an absolute joke of a baddie will eventually learn from their mistakes. Fawful and Bowser are both prime examples of this, and with this perk, you can be too. At first, you'll be seen as a simple lackey, or some second rate villain. But as time goes on, you'll learn. You'll develop means of becoming stronger. In Fawful's case, this would mean after Cackletta was downed he would spend the events of Partners in Time hiding underground, plotting his schemes until Bowser's Inside Story, where his patience would bear fruit. In Bowser's case, this would mean learning from being used as a puppet by other baddies and heroes, eventually subverting the expectations placed onto him in Dream Team when he revealed *he* was playing Antasma for all the bat was worth. Your growth could follow a similar path, or possibly a completely different one. In either case, they'll learn to fear you in time.

Hopper's Inside Story (400 CP): Your body has become an ecosystem, just like Bowser's body. His biology really shouldn't make sense in the real world, but now each significant part of your body is now its own habitat. Your brain is a memory library, your funnybone is a system of nerves, your stomach has a cannon for digestion purposes, there's a lot more to note so that's just the basics. In addition, your companions and anyone you allow can go into your body via portable pipes (shrunk down to microscopic sizes as long as they're inside thankfully) to explore and mess with things, possibly giving you a temporary boost or a new ability depending on what you're doing. With Mario and Luigi using this advantage, they made Bowser's arm capable of pulling islands, helped him digest a gigantic carrot, and made him sneeze hard enough to move a ship. I'm sure you can find something useful like they did. Oh, and in case it needs mentioning, there are coins and items inside there just like Dream Team.

Size Up Your Enemy! (600 CP): Okay, so on your adventure you may have picked up some cool useful powers to deal with threats, but let's say you run into an opponent that's so big that your tiny attacks won't do anything. So what do you do? Go big of course! Basically, should you

be put in a situation that would result in certain death (such as getting crushed by a giant robot foot), your adrenaline levels will go into overdrive, pumping so much vitality through your veins that you'll grow into a giant! In this form, your size is big enough to have a stare down with a castle robot, and your abilities will be amplified to match. This will also allow you match up to those giant opponents I mentioned, and trample any tiny opponents they send your way. Now, this doesn't come without its fair share of caveats. First of all, this ability does not act on command. It will only kick in when you are in mortal danger such as the given example. Second, this ability has a pretty hard cooldown time. Once the threat has been neutralized, you'll return to normal size and unlike Bowser you'll be out of commission for a few hours. Even then, once you get back into top shape your evoglobins (the source of your gigantifying power) will need to take a good few months to restore your adrenaline and allow you to gigantify again. Perhaps with enough training you can get your body to mitigate the cooldown, but for now, don't underestimate the ability of giants.

If you took "Your Dream Adventure" you can also purchase this at a discount (discounts stack if you qualify for both), but it'll work a little differently. This ability will be limited to your dream form, and instead of putting you in mortal danger it will activate when under extreme amounts of emotional distress. Like "wake me up already" distress (though like Luigi you can eventually adapt to activate this ability through determination). As a result, the exhaustion won't follow into real world you, but the cooldown will still take effect. Alternatively, if you choose to forfeit the Dream Team discount, you can have both the real life and dream world variants, however both are still mutually exclusive.

In The Final (600CP): When the chips are down and it's time for the fight that will make or break the odds, you have to show you're not holding anything back. You have the ability to assume a "final form" that increases your power immensely, while also giving you access to more versatile augmentations of your powers. What your final form looks like and how it works is up to you, but the main restriction is that it has to resemble your base form in some way. Other than that, go nuts. Maybe you assume a vampirish physical body like Antasma, or maybe you combine your powers with the DNA of another powerful being like Dark Star did with Bowser. Perhaps you just become really big and monstrous like the Elder Queen Shroob. Now, yes, being defeated in this form will ultimately result in your certain death, but that's assuming those goody two-shoes can actually defeat you! They better hope they leveled up!

Advance!: As much as we like our final forms to be ours to decide, the whole "certain death" thing is honestly pretty unappealing. Luckily for you, you have a rather unusual way to get around this problem. When you happen to actually land in a battle where something important is on the line, fate will conspire to give you access to a different final form through external means at the cost of letting said external means determine your form. As an example, in Bowser's final brawl with Midbus, Fawful had blasted the latter with some raygun that turned him into Blizzard Mibus. A greater example would be when Bowser inhaled the shards of the Dream Stone, turning him into Dreamy Bowser. What kind of final form you'll get varies from situation to situation, but at least you have some tricks up your sleeve! Even better, being defeated in these advanced final forms will not result in certain death! It'll just result in you reverting to your base form completely exhausted.

Paper Character

Paper physiology (free, restricted to Paper Character): This is where we go into detail about what your new paper body can do. As mentioned, you can still interact with everything as if you were 3D, but you're still two-dimensional. As a result, this allows you to slide into cracks and openings that are thick enough to slide paper through, allowing you to get to areas that you can't get to with your 3D body. Second, your paper body has a lot more structure than regular paper. You can get crumbled, folded, balled, and still be able to unfold yourself as if nothing happened. Third, you still have the same strength, speed, dexterity and the like of your original body transferred to your paper form! What could go wrong in this form?

Well, a lot actually. See, your Paper body is much less durable in terms of taking damage.

Paper Mario has to rely on copies taking his hits due to his low hitpoints, and you might have to as well. Second, you're still paper, meaning you have a major weakness to anything harmful to regular paper (cut into pieces, burnt, soggy, etc.). Thankfully, you'll be able to recover from that in a mere second, but you pay for this recovery with a chunk of your HP, normally equal to how severe the damage is. If you run out of HP from getting cut burnt, soggy, etc. then you won't be recovering, because your body will be treated as if that happened to an ordinary piece of paper.

Flutter Jump (100 CP): This one should be fairly simple. Due to your new lightweight body you are capable of doing a mildly silly flutter jump by flapping your arms in midair. This is a simple thing that allows you to flutter over gaps that normal jumping won't bypass.

Attack and Run! (100CP): Or... you can do that. You have the ability to run really, *really* fast for whatever reason, a neat trick to have when you get somewhere quickly, but it works best when you're running for your life. Namely it works best when you're really scared, like when you just saw a really scary talking yellow ball.

Manual Labour (200CP): Creating something really cool can be separated into two parts: "Big Picture" and "Manual Labour". Luckily, you're great at doing the latter. Manual labour is no problem for you at all. You can move parts to the places they need to be, connect the thing to the other thing, and generally doing work with you around tends to be much more efficient than normal. This perk also spreads to the people doing manual labour with you, allowing you to possibly build a huge papercraft lickety split with enough workers.

Origami (200 CP): This perk will give a little extra boost to Paper Physiology. You are now capable of folding and bending yourself into many different things. Paper airplane, shuriken, whirligig, drill, you name it. You even get the abilities to do what the item does, like paper airplane allowing you to ride the wind and paper shuriken allowing you to be thrown like a shuriken. Pretty simple, but useful, no? Oh, and if taken as a different background, you will instead gain the 3D equivalent. You won't be folding your body if your body isn't somehow physically capable of folding like paper, but you'll be able to spin yourself into the ground like a drill or can be thrown like a shuriken.

Mixed Up Scramble (400 CP): While Paper Mario is capable of holding his own against the many threats his world holds, working with Mario and Luigi allow the three of them to take on the enemies of both worlds and still come out on top. And now, so can you! You are great at cooperation, working with one or two other people to bring your abilities to their full extent! Use Airplane to carry them long distances, grab to get faraway objects, and more are available to your stash! Or you could always share perks with each other to use together in new and interesting ways, like using “Attack and Run!” to replicate the trio dash. Charging into the enemy is a really cool way to start a battle.

Shiny (400CP): Ooh, someone got a makeover! You’ve taken a step up from your boring normal paper body and have become a shiny version of yourself! This new upgrade gives you an approximate 1.5x increase in all your stats, letting you hit harder and take more damage before going down. It also makes you much more resilient to the weaknesses of paper, because whatever is giving you that shiny coat must be made of stronger stuff. But best of all, at least in my opinion, is that you’re all shiny and sparkly now and it looks awesome!

Ready for a Papercraft Battle! (600 CP): Wait, isn’t this supposed to be Toadette’s- Oh, uh, erm, you have figured out a way to make the Paper Mario material work into reality! What this boils down to is that you can design statues and models and stuff that resembles machinery out of cardboard. The cardboard you use in these fancy creations is also surprisingly durable as well, way better than that flimsy stuff in the paper world. You also seem capable of giving cool functions to your papercrafts that connect to whoever it’s based on. Examples include the Yoshi papercraft having an extendable tongue that can work as a hookshot, Papercraft Peach having a working contractible umbrella, and Papercraft Fire Mario shooting fireballs (though that one actually also uses firite and not just cardboard, but nothing’s stopping you from using non-arts and crafts materials if you want to make stuff like that). Now, remember what I said about “Big Picture” and “Manual Labour”? This perk by itself makes you the former. You could easily make a large toy with plenty of interchangeable parts by yourself in about three hours, but the gigantic papercrafts Toadette made are going to need a lot more work, so you might need to get a construction crew to handle the latter part of the job.

Paper Mastery (600CP): You know you’re a paper being. You embrace it. And now, you exploit it. You have a very good idea of how to use your unique paper physiology to your advantage. Holes where you could slip yourself through, what you need to fold yourself into, and how to catch your opponents off guard. You also know how to best utilize these exploits when working with someone else, as well as how to best work together to achieve a common goal. Perhaps with time you could spread this to your other powers and abilities, but that could take quite a while depending on how good your innovation skills are. In addition, your problem solving skills are very high, capable of coming up with new ways to work together to get out of sticky situations, though not on the level of Advance.

Advance!: Oh? Looks like you found out about *that*. This is a technique performed during the final showdown of Paper Jam. As the Bowsers’ trump card, Paper Bowser would

(seemingly) call upon the remnants of the Royal Sticker that once bonded to him, and fused with Bowser Prime as well as all the paper minions around, and turned into a giant Bowser with insanely powerful armor dubbed Shiny RoboBowser. You now have the ability to copy this feat. Granted, you'll need someone to act as the host and a LOT of paper and/or cardboard to pull it off, but the payoff is more than worth it. You'll be able to replicate the feat of creating the Shiny Robo Fusion, capable of withstanding immense amounts of damage and dealing just as much with the armor's nanite-like shapeshifting capabilities. Turn the arms into cannons or wings or heels, create weapons out of them, and capable of absorbing more paper and cardboard to repair itself. Now, unfortunately this doesn't come without downsides. The armor can only take so much damage before it breaks and exposes the host's body. If the host takes too much damage, the fusion will become unstable and force both of you to separate. When you do inevitably separate, both of you will be completely exhausted. Still, imagine how you could turn the tables with this kind of card up your sleeve.

Items & Gear

Okay, so now that you got your skills, you need some items! You can find some of this stuff out in the world, but CP purchased items will be given insurance.

The Entire Series! (free): This is actually something you can't find in the world. Here, you have a copy of every single Mario & Luigi RPG game from the original Superstar Saga to Bowser's Inside Story + Bowser Jr.'s Journey (and more should they be released) as well as the consoles required to play them. They somehow never run out of battery life and there are several copies and consoles if you want to give your companions or friends their own. If lost or damaged, they will reappear an hour later in your personal space.

Recovery Items (50 CP): A nice set of items for your convenience. You have a set of mushrooms, syrups, refreshing herbs, and nuts at your disposal. For the record, they taste great and can heal you up pretty efficiently. If you want something meaty, this also comes with drumsticks that have the same effects as mushrooms. We also have peppers, but these are temporary stat boosters. Red peppers raise attack, green raise defense, and blue raise speed. Refills every week.

Other Tools (50CP): This, on the other hand, is full of stuff that is used in battle for a different reason. We have a modest storage of Boo Biscuits, taunt balls, shock bombs, mystery boxes. Boo biscuits make the consumer invincible for one turn, in which they can't be hurt, but they also can't hurt anybody else, making it only good for dodge training. Shock bombs make enemies dizzy, but have no effect on anyone or anything stronger than regular enemies. Taunt balls are basically tiny balloons that when thrown at enemies won't do anything except piss them off and make them attack you. Mystery boxes do... something. You'll have to open it to find out. Also refills every week.

Matching Outfits (50 CP, free hero, sidekick): A set of two outfits with the same design pattern, with two main colors chosen by the wearers! When both outfits are worn, people will be able to identify the wearers as a duo.

Baddie Wear (50 CP, free Bad Guy): This is a nice outfit tailored and designed to your liking, also comes with some nice wrist braces to emphasize your skill in punching. Wearing this will show your foes that you're not someone to be messed with. Or maybe just think of you as a punk. Depends on other factors, you know?

Hammer (100 CP, discount Hero, Sidekick, Paper Character): The weapon of choice for the Mario bros, the hammers are powerful tools. They have the weight and toughness to smash a rock to pebbles, and despite that are super easy to carry around! Trust me, in this world, the hammer is the plumber's best nonsapient friend.

Copy Block (100 CP, restricted to Paper Character): Remember that thing I said about Paper Mario's copies? This is what I mean. By using this block, you can summon five extra copies of yourself to stack with you, allowing you to use all six copies when doing moves like hammers or jumping. They can also take damage to you, but they're fragile, so being hit just once will make you lose at least one copy.

Bros Attacks (variable): These are special attacks that require two people in order to perform. The attacks are a good deal more powerful than the basic jumping and hammering. You normally can find these around the Mushroom Kingdom, but this will ensure you don't have to race with Mario and Luigi to find them. The first bros attack costs 200 cp, and then 100 cp after that for each. If they belong to Mario, they're discounted for Hero. If Luigi, they're discounted for sidekick. If both, then both get it discounted. See the notes section for details.

Trio Attack (200 CP, discount Paper Character): This is another special attack, but requires three people to use. The first purchase will give you the Trio Attack Hammer and one trio attack, allowing you to pound enemies into defenseless paper and then send you to a mini reality to perform the attack. The next four purchases will give you another trio move of your choice. Notes section for details.

Troop Attack (200 CP, discount Bad Guy): You gain a loyal squadron of minions with each purchase of this, allowing you to perform one of Bowser's Special Attacks! Don't worry if any of them get lost or killed, you'll always be able to find them in mint condition when you perform their respective attack. Notes, details.

Anonnary Attack (100 CP, requires "Your Dream Adventure"): These attacks require someone with a dream form in order to use. With these attacks, you'll be able to split yourself into a bunch of anonnoids capable of forming into the shape needed to perform the attack, who then disappear afterwards. Notes.

Passports (50CP): Exactly what it sounds like. You get a passport containing all necessary information a passport should have, which allows you legal access to transport and border patrol and stuff. Also, you get to take a picture for your passport! But no poses, got it!? It costs 100 gold coins for a picture, so if you don't like how the pose turns out, that's on you!

Save Album (100CP): A large book with the letter S on the cover. This book will record your adventures as you go along, often coming with photos that you may or may not have taken yourself. The book will also appear in certain locations that will indicate that something important is going to happen up ahead, like having to solve a complex puzzle or fighting a boss.

Convincing Disguise (100CP): What you get here is a box. When opening this box, you'll find that inside is everything you need to disguise as a person of your choosing. This person needs to be roughly proportional to you in size, and it doesn't have anything to disguise the facial area, so anybody who wears the disguise will have to somehow cover their face to make it look convincing.

Family Farm (100CP, discount Civilian): Welcome to your new family farm. This place is a nice area of land. Perfect for growing fine organic vegetables free from pesticides. Full of vitamins and minerals. Perfect for a lustrous mane. Aids beauty and dietary health. Also good for burning fat, healing joints, firming nostrils, supplying nutrients to muscles, and okay, I have no idea if any of that is true. But the crops you grow here actually do contain "super-digestive enzymes" which somehow help you digest food faster. And also somehow vegetables can grow to gigantic sizes if taken care of over some time. To prove it, your garden also starts off with a perfect replica of the famous giga-carrot.

Chuckola Tree (100CP, discount Civilian): Ah yes, a nice tree that grows only the finest of the delicious chuckola fruit! This fruit, native to Chucklehuck Woods, comes in three types: Robust red, tangy white, and refreshing purple. The fruits are very satisfying to consume, and as a bonus I'll throw in the recipe for the Beanbean Kingdom's own Chuckola cola. All you need is to put one chuckola fruit in a barrel of syrup, then tell it jokes to make it laugh, which carbonates the beverage. Do note, the quality of both the fruit and the jokes will have an effect on the final product. I will not be held responsible if you somehow botch the brewing process and turn the cola into a soda monster that tries to kill anybody.

Fawful's cooking (100CP): A feast fit for a king! What we have here is a banquet of gigantic, delicious, greasy, unhealthy, high calorie foods! These foods look and taste absolutely delicious, containing everything from spicy chicken with delicacy and body to rich cream on fluffy sponge cake. We also have a reserved storage of this food that you should not touch! What does it do? Well, anyone who eats one of the food items of this reserve storage will instantly become too fat to walk. It somehow manages to ignore all the fat that you or your benefactor can throw at it, so you can't pull a fast one! Oddly enough, anybody who does eat the dishes can burn off the fat instantly from a few seconds of intense exercise. Now I want to hear some crunches!

Shop (200CP): Purchasing this will set up an array of shops in the jumps you enter, just like how several shops are set up across the Mario & Luigi world, while already existing shops will be upgraded to provide what these shops offer. Namely items and gear, but they also offer a special drink, spray, or what have you that can fully heal you and restore all your power pools instantly, but they'll only serve you one dose for 10 coins (or 10 units of the respective world's currency), and you have to use it immediately after buying or it doesn't work.

If you happen to be a Civilian, you can also choose to set up your own shop. You'll be starting off with a replenishing supply of bottom barrel items and gear that respawn indefinitely, but you can also provide the shop with any items and gear that you happen to have already, adding it to your stock. The shop itself will judge said products to put a price on it, and it will refuse to take legendary, sacred, or one-of-a-kind items. Rule of thumb is that if you can't find it in any kind of market, your shop won't let you sell it. You can run the shop yourself, have a companion or follower run it, or if you choose neither you can have some random person running the shop 24/7. Don't worry, they can survive just standing there indefinitely.

Belly Blech Worm (200CP): A very strange looking worm native to the Beanbean Kingdom. If someone was to ingest this worm, they will have their strength, size, and muscle mass dramatically increased, but they become mindlessly enraged and attack anything in sight. Even if they're defeated, the only way to cure them is to somehow remove the worm from their belly. The easiest way to do so is making them drink Chuckola Cola, which will make them spit it out.

Blorb and Bone (200CP): Well well, looks like we have a two-for-one deal here, pal! First item we have is a fresh batch of the infamous blorb shrooms, developed by none other than our favorite maniacal mischief maker Fawful. Consuming one of these shady shrooms will cause the consumer to swell up into a gigantic ball, becoming unable to move of their own will, only capable of rolling uncontrollably. The other special item we have for you is a supply of a neat little medicine known as skeletone formula:D. Consuming one of these medicines will cause the consumer to lose massive amounts of their body mass, literally turning them into skeletons. Oddly enough, they're still capable of everything they could do normally, despite being only bones and possibly some hair. Kind of like the dry bones. Anyways, eating one of these two items will counteract the effects of the other. If someone is blorbed, give them the skeletone. If someone is boned, give them a blorb shroom. Your stocks replenish weekly, and if that's not enough for you, you have the recipes for both, so you can just make more. Finding the ingredients is still on you though.

The Battle Ring (300 CP): This is a small boxing ring that can create a simulation where you fight enemies from your past that can be considered "bosses". Why is this so expensive then, you might ask. Well, by betting a certain amount of currency, you can initiate a challenge battle, where you'll fight a powered up version of the boss, and by defeating them within a given time limit (or turn limit) you will receive five times the amount of money you bet as well as a trophy of the enemy. You know, as a material representation of your coolness.

Vacuum Helmet (300CP, discount Bad Guy): This fancy schmancy helmet used by everyone's favorite awful Fawful. This is not that helmet. It's a replica. It still works really well at what it can do though. First and foremost, it has rockets on the sides that let you hover above the ground assuming you aren't particularly heavy. Second, it has the ability to attack by firing energy balls that look like fireballs, as well as spray different types of gas like negative ions or mind control gas. But of course, you're here for the main attraction. This helmet has the ability to suck up things, such as someone's lingering spirit or the energy radiating off of an evil artifact, or command blocks. Whatever it sucks up is stored in the built in container, and it can be released at will, however the container can break which will release whatever is inside.

Paper World Book (300CP, discount Paper Character): A large book with a neat looking cover. Why is this book so special? Well, it actually acts as a portal to an entirely different world, where everything from the lands to the natives are just as paper like as the ones seen in the Paper Mario verse. The book itself can act as a portal between the current world and the paper one, though if you're not careful when opening it, the paper world could end up spraying into the current world just like what happens in Paper Jam. Still, it's a nice thing to have, and it does provide a practically endless supply of paper.

Vacuum block (400 CP, discount Bad Guy): This is a block that gives you the inhale ability. Inhale allows you to, well, inhale with the force of a tornado, being able to take things from enemies simply with force, such as honey or fruit. In addition, if you have "Hopper's Inside Story", you'll gain a bonus: You can inhale small opponents. Indeed, any enemy weak enough will be vulnerable to being inhaled and enter your body. From there, the companions and allies inside your body can battle them in your body. Just be careful what gets in there, you never know what will push you over.

Hand Sphere (400CP): A large glass ball sitting on a pedestal. At first glance, it doesn't look all that special, but to those who have learned hand arts (such as those granted the perks "Fire!" And "Thunder!") it may seem familiar. Indeed, this is one of the spheres that can give those who touch it the ability to use hand arts. However, at the moment, it has no element and thus can't teach hand arts. You'll have to provide the ball with an element source yourself, but once you do, the sphere will become active and able to grant the ability to use the hand art of that specific element. You also know the means to create more of these blank Hand Spheres.

Badges (400CP): Oh? Are you interested in this treasure of everlasting wonder? Very well. Behold, you have obtained badges! Such a wonderful treasure- where are you going? No wait, please come back! I swear this is actually really cool! Okay, so this actually comes in two different versions. First we have solo badges, which provide a special bonus much like gear. Nothing special there. Second is duo badges. When you and an ally are in battle each with a badge equipped, performing action commands successfully will cause your badge meter to fill up. When the badge meter is full, it'll provide you with a certain effect that you can activate at will. At the moment, you can only hold two effects at a time. You can also mix and match different badges to get different effects.

Battle Cards (400 CP): A set of cards to help in battle. By performing action commands successfully, you will build up Star Points. You can then use these star points to activate battle cards, which will give a variety of effects! Make allies stronger, enemies weaker, heal wounds or inflict wounds! Surely this will give you an ace in the battle.

Vim Factory Blueprints (600CP): The alien invaders' blueprints obtained through various means from Kingdom's past. These blueprints have everything you need to build a Vim Factory. This factory uses trees that absorb life energy (known in this world as "vim") from the lifeforms that are captured in the tree's grasp, slowly but surely draining them to the point where they can barely whisper for help. The plants then send that energy to the factory proper, which stores the vim for your own use. The shroobs would use this factory to turn vim into the fuel that powers their flying saucers, the formula for which is included with the blueprints. I do not know why you would want to build such a horrible factory. Are you seeking to recreate the technology of these omniscient invaders? Or do you have other plans in mind?

Koopa Cruiser (600CP, discount Bad Guy): Your own little personal airship. It's large enough to store an army of minions, gigantic crates among gigantic crates, and yet still have plenty of room to move around in somehow. It also comes with a lookout, a control room, a bunch of cannons with seemingly infinite shots, and a grabbing arm, and possibly more if you're willing to look around or make some adjustments.

Jumper's Castle (600CP, Discount Civilian, Bad Guy): Your own fancy castle. It's large, and roomy, and has lots of rooms. Yeah, it's basically just a normal castle. But what it lacks in immediate awesomeness it makes up for in potential to be awesome. You can make a ludicrous amount of modifications to this place, and it's surprisingly cooperative when you change it with weird stuff. Want a theater room? The castle happens to have the proper seats and lighting. Want to put a rocket thruster on the castle? Slap it on and it'll shoot into the sky no problem. Want to turn the castle into a giant robot? It may take some time, but it's still possible. Improving your castle also becomes much easier if you happen to have some kind of power source to drive off of, which would turn it into, like, Neo Jumper's Castle.

Cobalt Star (800CP): You got a crystal star! Er, I mean You got this amazing cobalt star! A very beautiful star shaped blue crystal with a light teal center, this star has immense power, enough to use it as a fuel source for a time machine! It also has the ability to seal away powerful entities, though doing so will cause the star to be broken into six pieces, which will in turn cause time holes to appear in random places, which will act as gateways between the moment the time machine was used and the point in time which the entity was sealed. If the cobalt star was then reformed, it would inevitably release whatever entity was sealed inside. One more note, apparently the cobalt star shards taste really good. But they also don't like being eaten.

Miracle Cure (800CP): Behold, the greatest... okay, one of the greatest artifacts to exist within the Mario Universe! The Miracle Toadley Cure! Fine, Miracle Cure. Purchasing this will allow the

Miracle Cure to exist in any settings you travel to. However, each and every time you enter a new setting, it will be split into three separate “star cures” each held by a “star sage”. In order to get star cures from them, you’ll have to somehow convince them to hand it over. It won’t be easy, because they’ll either force you to complete a very difficult task, or an easy task that fate will conspire to make way harder than it should be. But should you gather all three star cures together, it will form the Miracle Cure. Why would you want to form the Miracle Cure? Well, it’s capable of curing any epidemic disease en masse, such as, say, the blorbs?

Companions

Multiplayer Mode (50 CP): For each purchase of this you may create or import one companion to join you on your adventures. They each get a background and 600CP to spend on perks and items.

Bring a Friend! (100 CP): Feel free to take any canon companion with you on your journey. The catch is you have to convince them to come willingly somehow.

Drawbacks

So you need more CP, huh? Alright, well I can get you and your companions some extra, but you’ll have to take some hindrances. The drawbacks will affect you and your companions as individuals should they take it. If the drawback affects everyone, then everyone gets the CP.

Crossover Continuity (+0 CP): Who says you haven’t met any of these characters before? By taking this, characters you interacted with in other jumps involving them will remember you, for good and bad alike. Meet some new friends, battle old foes, whatever it is you did. Or you could do what Nintendo should have done and add some characters not in the series canon for some cameos!

Full Series (+0 CP): Don’t want to choose which story you want to go to? Well, no problem. Tell you what, instead of simply choosing one story, i’ll let all of them happen in chronological order. This means you’ll be starting in Superstar Saga and going through the series up until the end of Paper Jam, which should be around when your ten years are up.

No Voice Actors (+100 CP): Oh, it seems everyone’s voices have been replaced with random beeps. In order to relay dialogue they speak using text boxes, which somehow let them speak pictures. Well at least you guys didn’t fall under this curse!

Stolen Voice (another +100 CP): Oh, nevermind. Looks like this affects you and your companions too. Now you speak with text boxes. Anyone with the hero or sidekick background instead speaks with gibberish, and a Paper Hero/Sidekick has no voice at all. At least everyone can still understand you.

Italian Gibberish (another +200 CP): I lied. Hope you’re good at charades.

Portable Graphics (+100 CP): OH GOD WHAT JUST HAPPENED!? Oh god, the graphics are all messed up now! Great, now everything looks just as bad as a closeup in the gameplay analysis!

Oh No! (+100CP): Man, you are just being bombarded by these negative status effects. If you haven't been knocked on your butt then you've been poisoned, and if you haven't been shrunk your rump is being roasted as we speak! You better hope you have a lot of refreshing herbs, because you're going to need all of them and a lot more.

Too Much Fury (+100 CP): Jesus bro, calm down! You've got a real short temper, and unfortunately it's going to piss people off more than it will make you look menacing.

Mama Mia... (+100 CP): Hey look what I- Woah man, it's just me! Uh, looks like you've become a lot more scared of things, just like Luigi is. This is also a problem considering you always seem to get constantly dragged into scary conflicts one way or another.

Oh, Anon's here too (+100 CP): It seems nobody treats you with respect around these parts. Sometimes they won't acknowledge you exist, other times they won't even remember what your name is, it just seems like everyone just uses you as the butt of their jokes. And sadly, this doesn't apply to combat. Your enemies will still treat you as a serious threat in battle.

Uncoordinated (+200 CP): You are absolutely terrible at teamwork. Either you're too stubborn to admit you need assistance or you can't seem to coordinate with others in battle. Hope you can hold your own, because those bros and trio attacks aren't going to help with you around.

Annoying ally (+200 CP): Well this stinks. Now you have a new follower with you. A very annoying follower who does absolutely nothing but be annoying. In fact, even though they're perfectly capable of talking for you if you took "Italian Gibberish", that's all they're good for! Because they're ANNOYING!

They look tough, should we be careful? (+200CP): I'd say yes if you plan on taking this drawback. All the enemies you encounter will now be much stronger than they used to, with even the humble goomba being strong enough to give Mario a run for his coins.

Could I miss the timing any more than I did!? (+300CP): Your timing is just... god awful. You're either too late or too early whenever you try to dodge or perform action commands. You're going to be taking a lot of hits and failing to get any kind of star points if you don't get good.

Lame and Repetitive (+300CP): You always perform the same attack over and over again. It gets boring very quickly both for you and the person you're fighting, and also makes you very predictable. Is that all you want out of your pitiful, meaningless existence!?

It's been a while (+300CP): since your last adventure, hasn't it? Unfortunately it looks like every time you go on a huge new adventure, you have to start back at level 1. Even if you managed to defeat a really powerful villain in your last adventure, given a few months between that and your next adventure,

you'll have a little bit of a tussle trying to take out a goomba. This also sometimes makes you forget to bring important gear or abilities like your hammers or bros attacks.

Now it is the turn of you! (+400CP): Fawful has been notified of your existence, and has painted a huge target on your head. Don't let his hammy nature fool you. Fawful is a very smart baddie. He knows who you are, he knows what you can do, and he knows everything you're going to do and how to plan so he's always six steps ahead and then some. You'll have to be very careful, lest he play you like a fiddle.

Jumper & Anon (+400 CP): Congratulations buddy! Upon entering this jump you have effectively killed Mario and Luigi! Now not only will everybody hate you, but now you have no choice in "Full Series"! You must now go through all five of them and solve the plots there within the decade or you fail the chain! Have fun!

Jumper Battle Cards (+400 CP): Remember the Battle Cards in the items section? Well now there are battle cards that contain your out-of-jump powers, meaning you no longer have access to them. And to make things worse, the enemy has them! Even when you get them back, you can only use star points to temporarily get them back. Hope you're capable of fighting without any godlike murder powers.

I SAID NO! (+400 CP): For whatever reason, whenever you're supposed to learn how to do something new or that you've never done before, even if it's obvious how to do it, someone is going to attempt to give you a tutorial on it. This will happen frequently, take much longer than it should, and is guaranteed to be very, VERY mentally painful. Oh yeah, and you can't refuse it, either. They're either going to repeatedly ask you if you're SURE you don't want a tutorial, or they're going to explain it anyways. Or they're going to ask you multiple times and THEN explain it anyways!

Dark Jumper (+600CP): The Dark Star. An evil being that once terrorized the Mushroom kingdom in the deep past, has returned. Nobody knows where it came from or what it even is, but all we know is that it's the embodiment of darkness and evil. Originally, the Dark Star upon awakening would enter Bowser's body, absorbing his DNA into itself to turn into Dark Bowser, a combination of Bowser's physical powers and skills with the Dark Star's own twisted energy. This alone was enough for the Dark Star to become immensely powerful, enough to cause a dark hurricane that envelopes the entire Mushroom Kingdom. Now, things have changed for the worse. Instead of absorbing Bowser's DNA, the Dark Star has found someone much better: *you*. The Dark Star has now become a dark copy of you, having access to every single one of your powers, boosted by the dark energy that radiates from the Dark Star itself. Now it seeks to destroy you as well as all of existence. If we are to have any hope against this new threat, we're going to need your help.



Supplement

Welcome to Minion Quest! Time to stop talking about the Marios and the Koopa king and start talking about the lackeys! In this grand adventure, you'll be taking the role as the captain of your own squad of loyal minions as you traverse the lands in search of... whatever it is you're searching for! A loved one, ingredients for a formula, getting the gang back together, you name it and the quest can begin! Basically this supplement allows you to take a break from your trip in the main jump in order to send out your squad on whatever mission you assign them to.

Now then, first thing's first. If you're going to be a captain, you'll need to build yourself and your squad up. To help you out, here's a little compensation for taking on the job.

You got 1000 Minion Points!

If you ever need more MP, I can give you some for CP at a 1:1 ratio. You can't trade MP for CP though, that wouldn't be very fair.

Now then, first we need to establish you as the captain. Like all soldiers on the field, a captain takes one of the three classes listed here.

Melee: Melee soldiers charge headfirst into the battle. They naturally line up at the front of the squad and their ability to close the gap quickly gives them the advantage against ranged units. Nowever, they have trouble when fighting flying units.

Ranged: Ranged soldiers specialize in providing support from a distance. They line up at the back of the squad, using projectiles such as hammers, fireballs, and turnips to attack enemies. This makes them good at knocking the air out of flying units, but they struggle when fighting melee units.

Flying: Flying soldiers are naturally airborne. Lining up between melee and ranged units, their ability to take to the sky and easily evade ground attacks makes them the ideal match against melee units. However, they are also easy targets for ranged units.

This damage triangle is also going to play a role when you pick your squad members.

Now then, as the captain you will be signified as such by having a red flag somewhere on your person. As the captain, you'll be at the very back of your squad no matter what class you chose. Captains are naturally tougher than the average unit, capable of taking down multiple units of the same class, but far from invincible. An important thing to note is that if the captain goes down, their squad will forfeit the match. That means that if you're defeated, your squad will forfeit, but if you can defeat the enemy captain, their squad will forfeit.

Now that we've given you the basics on your duty as a captain, we can start building your army. You'll find more troops willing to work for you on your journeys, but purchasing troops here will give them to you right off the bat.

Troops (50MP, two free): Your average mooks. Pretty unremarkable all things considered, but they're still worth something. Each purchase gives you one troop from a class of your choice.

Captain (200MP): Have someone else you want to import as a captain? This is the purchase for you! With this, you can import one person into the role of captain. They'll get their own red flag and get to choose their class on the damage triangle. They'll be getting 1000MP that they can spend on their own squad or their own captain commands.

Got your squad ready? Then we can move on to the next part. See, captains don't just stand behind their squads. They're actually capable of using special abilities called "captain commands", that can change the flow of battle. Now, using a captain command takes energy, some more than others, and using too many at once will tire you out quickly, which means you won't be able to perform more. That means you can't just spam them willy nilly. It's all about strategy. But for now, we should focus on what commands you can access.

Deny (50MP): Surprises an opponent and cancels their special skill before they can pull it off.

Rally (200MP): Cheer on the squad to raise their spirit for a limited time.

Chance (150MP): Creates a block that can be hit to score a bonus.

Play Dead (200MP): Feigns defeat on the battlefield so enemies will turn their attention elsewhere.

Lightning (350MP): Shrinks and weakens enemies for a limited time

Parry (250MP): Completely blocks two enemy attacks. Time it perfectly for a counterattack!

Volleybomb (200MP): Start a game of hot potato with the enemy captain using a bomb ready to blow!

Thwomp Thump (300MP): Sends a thwomp that causes a shockwave, damaging all ground units. Jump out of the way to avoid damage!

Showdown (300MP): March up to the enemy captain to begin a one-on-one! Be mindful of the damage you'll take when charging through enemy units!

Call for Backup (250MP): Call in some reserve units to aid you in battle!

Sneak Attack (250MP): A stealthy attack from behind an enemy captain. Can it be pulled off against types you're weak to?

Endgame

Oh, you're back already? Well, sadly it looks like your time here is up. You keep everything you purchased and drawbacks are revoked. You know the choices.

Adventure's End- Well, it's been fun, but it's time to send you back. You take all your perks, items, and companions (and followers if that counts), and head back home.

Would you like to save?- This world does have a certain charm to it, doesn't it? Alright, here's 1000 more CP, enjoy the rest of your life here!

Back to Adventure!- The adventures of a jumper don't end that easily! If you take this, I'll send you to the next universe. Your story isn't over yet!

Whatever you choose, I'm glad you decided to visit. Thanks for playing!

Notes

-Yes, I am aware that the Hero and Sidekick perks are essentially just opposites to each other. That's pretty much how Mario and Luigi work in the games, I don't have much to work with.

-No, you may not use the Beanstar or Dream Stone to wish for something broken as all hell like wishing for JC to give you your spark. It doesn't work that way.

-In terms of Bros attacks, Trio attacks, and Troop attacks, i'm honestly way too lazy to list them here, so click the links to see them in the wiki. But I will tell you that using them will require Bros Points (BP) which can be restored by eating sweet things like syrup. As long as you have the required amount of BP, you can perform these attacks whenever you want.

[Bros attacks](#)

[Trio attacks](#)

[Troop attacks](#)

[Luiginary/Anonnary attacks](#)

-So, about the Miracle Cure: getting the star cures is never going to be easy, even for high tier jumpers. The challenges will always scale with your capabilities, and you'll have to really work for them. To give an example: Mario and Luigi had to find the first star cure by chasing the sage inside Bowser's body for quite a while (which also included sizing up Bowser and a new mechanic of his body to continue chasing her) before then having to fight her, and she is much stronger the second time around. To get Chakron's star cure, they had to climb a super high tower to the point where breathing is difficult just to find Chakron, then go back down and get the Snack Basket bros attack by scavenger hunting in Dimble woods (and nearly got eaten by sockops in the process) because that's the only thing that could take out Chakron's thousand year pose, then go back up the tower to use it on Chakron. And in the case of easy tasks that become much harder, Bowser actually got a star cure from Kuzzle before the blorb incident by completing a puzzle, but when he did realize he got it, it was in his castle's treasure room. And at this point his castle had been long taken by Fawful. Even when he did break in there, monty moles had built a railroad there and tried to kill him with it, forcing Bowser to size up and defeat them before they led him off a cliff to certain death. Even AFTER that, turns out the collision caused him to forget the code to the safe the star cure was in, meaning the Mario bros had to go fix that too.



Rest in Peace, dear friend.